HERE IS SOME FUCKING D&D

Go to whothefuckismydndcharacter.com and use the first one you get.

Find Your Fucking Race

Race	Ability
Human	Aw yeah, +10% experience bonus. Racist as fuck.
Dragonborn	Breathe fire or lightning or some shit for 1d6 damage. Can't fly.
Dwarf	See in darkness. +1 to hit things with axes and hammers. Smells.
Elf/Half-Elf	Never sleep. +1 to hit things with magic. Beautiful as fuck.
Gnome	Talk to cute woodland creatures and shit. Funny hat.
Halfling	Reroll results of 1 you lucky fuck. Hairy feet.
Half-Orc	+1 to hit things with any weapon. Ugly as shit.
Tiefling	See in darkness. Cast *burning hands* once per day. So edgy.

Find Your Fucking Class

Smashy Fucks	Ability
Barbarian	+2 armor class while naked as fuck. Can't read.
Fighter	+2 damage with any weapon because you're a fucking badass.
Monk	+2 damage with kung-fu shit. Your limbs do d10 damage.
Paladin	+2 damage to undead. Big time Bible-thumper.
Sneaky Fucks	
Bard	Prepare spells from any spell list. Jack of all trades.
Ranger	Get an animal companion like a wolf or cheetah or some shit.
Rogue	Backstab from the shadows like a fucking ninja for x3 damage.
Magical Fucks	
Cleric	Turn or command undead. Convert heathens.
Druid	Wild shape into a bear or shark or some shit. Awesome.
Sorcerer	Cast 1 more spell per day. Very emo.
Warlock	Blast shit with your Hell powers for 1d6 damage. Super evil.
Wizard	Prepare 1 more spell per day. Phenomenal cosmic power. Virgin.

Choose Your Fucking Equipment

Pick 2 weapons, or 1 weapon and a shield. Some weapons can't be used with a shield. Others can be used with other weapons giving you an extra attack. Others can be held in both hands to deal extra damage. Others need both hands to use. Others are too big to hit fuckers right next to you. **Figure this shit out**. Then choose some fucking armor. No class restrictions because fuck that—unless you're a **Druid**, in which case, pick whatever you want, but it's made from bone and leather and stone and shit.

Weapon	Example	DMG
Small	Dagger, sickle, kama, sap, light pick, handaxe, rock.	d4
Medium	Javelin, shortsword, mace, battleaxe, whip, rapier.	d6
Large	Longsword, greataxe, warhammer, staff, club, flail.	d8
Huge	Lance, greatsword, greatclub, trident, spear, your mom.	d10
Ranged	Sling, shortbow, longbow, crossbow, blowgun.	d8

Armor		AC	MV
None	Naked as fuck, clothes, rags, robe.	10	9
Light	Leather, padded, studded, chain shirt.	12	7
Medium	Hide, scale mail, chain mail, breastplate.	14	5
Heavy	Splint mail, banded mail, half plate, full plate.	16	3
Shield	Buckler, heater, kite, parma, pavise, door.	+1	-1

Determine Your Fucking Hit Points

Start at level 1, all weak and squishy like a baby. Get a number of hit points (HP) equal to your hit die (HD). **Smashy Fucks** have d10 HD, **Sneaky Fucks** have d8 HD, and **Magical Fucks** have d6 HD. So if you're a **Fighter**, which is a member of the **Smashy Fucks** group, you begin with 10 HP.

Fighting & Shit

Initiative: Figure out who goes first and shit. Roll d20 + Movement (MV). **Sneaky Fucks** get +2. Chumps with tons of armor are slower and naked fucks will shank you first.

Attack: Roll d20 + your level. If it's equal to or greater than the monster's Armor Class (AC), the attack hits. Casting a spell counts as an attack.

Extra Attacks: Smashy Fucks get one extra attack every 4 levels. No one else gets that because they're losers. Also, **Warlocks** can blast fuckers every round, even if they've already attacked, because they're evil pricks. Same for **Dragonborn**, because they're badass. (A **Dragonborn Warlock** can't breath fire *and* blast shit *and* attack every round; pick fire or blast each round you greedy fuck.)

Damage: Roll the weapon or spell's damage die, and subtract the result from the monster's HP. At zero HP that bitch is dead.

Recovery: Get back your max HP after 8 hours of rest, or half your max HP after 4 hours of rest. Don't think too hard about how those broken bones healed.

Heroics & Shit

Do heroic shit by rolling d20 + MV + ½ your level, rounded down. A result of 20 or more means you did it. Chug a tankard—it's a celebration, bitches.

Athletics: Swimming, jumping, lifting gates, climbing, horsemanship, and so on are all feats of athletics. **Smashy Fucks** add their level instead of half their level. **Dragonborn**, **Dwarves**, and **Half-Orcs** add a +2 bonus. **Humans** add a +1 bonus.

Subterfuge: Sneaking, fucking with locks, hiding, disguises, lying, forgery, picking pockets, and so on are all feats of subterfuge. **Sneaky Fucks** add their level instead of half their level **Halflings** and **Tieflings** add a +2 bonus. **Humans** add a +1 bonus.

Lore: Reading spell scrolls, gathering information, deciphering runes, negotiation, diplomacy, scholarly pursuits, addressing nobles in court, and so on are all feats of lore. **Magical Fucks** add their level instead of half their level. **Gnomes** and **Elves** add a +2 bonus. **Humans** add a +1 bonus.

Saving Throws: If you done goofed and a save is required from being poisoned or blown up or some shit, roll d20 + your level. **Smashy Fucks** get a +2 bonus on saves against physical shit. **Magical Fucks** get a +2 bonus on saves against magical shit. **Sneaky Fucks** get a +2 bonus on saves against everything because they're all nimble and shit. A result of 20 or more means you did it.

Magic & Shit

At the beginning of each day, characters with magical powers prepare spells to fuck up their enemies with. Full-casters are **Clerics**, **Druids**, **Sorcerers**, and **Wizards**. Half-casters are **Bards**, **Paladins**, **Rangers**, and **Warlocks**.

Clerics, **Druids**, **Paladins**, and **Rangers** get their spells from their god or nature or whatever. **Sorcerers** just know their shit because they're like fucking Jedi. **Bards** keep their spells in a songbook. **Warlocks** make pacts with devils. **Wizards** keep their spells in a spellbook.

Fucking Spells Table

	Spells Prepared		Castings Per Day	
Level	**Full-Caster**	**Half-Caster**	**Full-Caster**	**Half-Caster**
1st – 2nd	2	1	2	1
3rd – 4th	3	2	4	2
5th – 6th	4	2	6	3
7th – 8th	5	3	8	4
9th – 10th	6	3	10	5

So check this example and shit: Rick, an 8th-level Ranger half-caster, prepares three spells from the Ranger spell list: *animal summoning*, *barkskin*, and *warp wood*. Since Rick is an 8th-level Ranger half-caster, he can cast four times a day, chosen from his three prepared spells, in any damn combination he pleases. Tomorrow, he can prepare three different spells or keep the shit he's got.

Time To Fucking Play Dungeons & Dragons

Find some fuckers you like to hang out with. Get some beer or weed and shit. Everyone makes a character, except one—that person is the **Dungeon Master** and is in charge of all the monsters and whores and kings and your mom.

Advancing Your Fucking Character

Get new fucking levels by gaining experience (XP). Get XP from spending the phat loot you find in dungeons. Use it for shit like ale and whores and potions and magic swords and wands and boats and castles. New levels require 2000 × your current level in XP. Remember to add your level to attacks and heroic shit. Each time you level up, roll your HD and add that number to your hit point total.

Cleric & Paladin Spells

Animate Dead: Evil pricks can raise skeletons and zombies from bones and dead bodies. Create a number of undead assholes equal to your level.

Blindness: Be a real piece of shit and take someone's sight for 1 round per level. Watch them cry. Save to avoid.

Command: Tell someone to do something using one word, like run, drop, surrender, or sleep. Smart fuckers save to avoid. Don't be a cunt and say die, because it won't work. Lasts for 1 round per level.

Commune: Ask your god one all-important question that can be answered with a simple "yes" or "no." Can't be used every day because gods don't have time for your bullshit.

Create Sustenance: Make enough food and water for 3 people for an entire day every 2 levels—or just your mom. She hungry.

Cure Disease: Take away 1 fucker's disease every 2 levels.

Cure Poison: Take away 1 fucker's poison every 2 levels.

Cure Wounds: This is why they brought you along: heal 1d8 damage +1 per level, 2d8 + 1 per level at 3rd level, and 3d8 +1 per level at 6th level.

Darkness: No one can see in this shit. Lasts for 1 round per level.

Detect Evil: Detect nearby evil and shit: demons from Hell, wicked churches, your brother's ex-husband, the Dungeon Master, whatever.

Flame Strike: Call down your god's righteous anger and burn 1 fucker to a crisp for 1d8 damage every 2 levels. Double damage to undead. Needs an attack roll.

Glyph Of Warding: Inscribe something to stop fuckers from passing, entering, or opening. If they do, zap or burn them for 1d8 damage every 2 levels. At 6th level, you can even paralyze or blind them, which is pretty fucked up.

Insect Plague: Get Biblical and shit and call down a horde of creeping, hopping, and flying shit. They will cover a group of fuckers for 10 minutes and hurt them for 1d4 damage every 2 levels.

Light: Touched object gives light like a torch for 1 hour per level. Aziz, light!

Locate Object: Know which direction something is. At 3rd level, know how far away it is. At 6th level, find things in other dimensions and shit.

Prayer: Buff your friends and shit on your foes: +1 on all rolls for the good guys and -1 on all rolls for the bad guys. Lasts for 1 round every 2 levels.

Remove Curse: Get rid of 1 fucking curse, like when a person can only moo like a cow or when you can't take off a helmet that blinds you. Curses suck.

Remove Fear: Sometimes, shit happens, someone has to deal with it, and who ya gonna call? Affects 1 of your friends every 2 levels.

Sanctuary: For 1 round per level, assholes that want to hurt you must make a save. Otherwise they're out of luck. You can still be hurt by bullshit that doesn't target you, like lava and tornadoes and shit.

Speak With Dead: For 1 minute per level, talk with the dead, but only if you speak their language and shit. They only know what they would have known in life. Solve murders and get paid like that dude in *Pushing Daisies*.

Tongues: Know another fucker's language and talk to them and shit. Lasts for 1 minute per level. Magic, bitch!

Druid & Ranger Spells

Animal Friendship: Make friends with a snake or a fox or some shit. Save to avoid. Spend every day with it and the little fucker will follow you. Teach it tricks.

Animal Summoning: 2 fucking animals come and help you fight monsters or carry you across a river or whatever. They stick around for 1 round per level. Every 2 levels, 2 extra animals pile on.

Barkskin: Turn some asshole's skin into bark. They get +1 AC every 3 levels and it lasts 1 round every 2 levels. Moisturizer not included.

Call Lightning: As long as you're outside, summon clouds and a lightning bolt to sizzle some fucker for 1d8 damage every 2 levels. Needs an attack roll. Fucking epic.

Charm: Totally trick some poor fucker into being your friend. Save avoids. Doesn't work on people you're attacking. Only lasts a few minutes on especially smart fuckers, but stupid assholes could be stuck with your lame ass forever.

Commune With Nature: Get zen as fuck and know 1 fact per level about the surrounding terrain, out to ½ mile per level. Doesn't work in dungeons, dumbass.

Control Winds: Knock small fuckers over. At 3rd level, knock medium fuckers over. At 6th level, knock large fuckers over. At 9th level, destroy buildings and sink sailing ships. Bitchin'. Save avoids.

Darkness: No one can see in this shit. Lasts for 1 round per level.

Entangle: Some fucker gets trapped by roots and grass and weeds and shit. Save avoids. Even on a save they're slowed way the fuck down.

Hallucinatory Forest: Fake foresty shit appears out to 25 feet per level. Sticks around for good, but super naturey fuckers will know it's fake.

Insect Plague: Be hippy as fuck and call down a horde of creeping, hopping, and flying shit. They will cover a group of fuckers for 10 minutes and hurt them for 1d4 damage every 2 levels.

Pass Without Trace: You and your friends can move through forest or desert or snow or whatever and leave no footprints or scent for an hour.

Plant Door: Summon a doorway in a bush or tree or some shit. It leads to a small room that you and your friends can chill in. Lasts for 2 hours per level.

Plant Growth: Grow more plants and trees and shit out to 25 feet every 2 levels so that other fuckers have a hard time getting to your boys-only nerd base.

Speak With Animals: For 1 minute per level, fucking talk to animals.

Stone Shape: 1 foot per level. Escape from prison and shit.

Transmute Rock To Mud: 1 foot per level. Tumble castle walls and shit.

Tree Shape: Turn into a fucking tree. Or maybe a bush, I don't know.

Wall Of Thorns: Make a wall of thorns out to 10 feet per level. It does 1d4 damage per level to fuckers trying to get through it.

Warp Wood: 1 foot per level. Fucking ruin walls and floors.

Water Breathing: For 1 hour per level, a bunch of fuckers can go underwater and bang mermaids.

Sorcerer, Warlock, & Wizard Spells

Burning Hands: Burn several fuckers with a fan of flame for 1d4 damage plus 1d4 every 2 levels. Save for half damage. Also sets shit on fire.

Contact Other Plane: Ask otherworldly powers one all-important question that can be answered with a simple "yes" or "no." Can't be used every day because they'll fry your brain like Darth Vader from the planet Vulcan.

Dancing Lights: Trick fuckers with 4 magic lights that dance and move and shit. Lasts for 1 minute per level.

Darkness: No one can see in this shit. Lasts for 1 round per level.

Detect Magic: Answers the all-important question: is this fucking thing magic?

Enlarge: For 3 rounds plus 1 per level, double some fucker's size. They get double damage and weigh more and shit. Ask how the air is up there.

Explosive Runes: Inscribe something and when a fucker reads it, blast their ass for 1d8 damage every 2 levels.

Feather Fall: Light as a fucking feather, you and your friends gently fall to the ground. Cast it when your bitch-ass gets tossed off a cliff.

Find Familiar: Summon an owl or cat or rat or some other Harry Potter shit. The little asshole becomes your faithful friend. You can talk to telepathically, see through its eyes, and hear what it hears out to 100 feet per level.

Fireball: Crisp up a whole mess of fuckers for 1d6 damage every 2 levels. Save for half damage. Also melts the fuck out of shit.

Floating Disk: Create a 3-foot concave disc that follows you. It's pretty much for carrying loot, but who fucking cares what you do with it? Can carry 25 pounds per level and lasts for 10 minutes every 2 levels.

Identify: Get a big-ass diamond. Crush it up. Cast this spell. Know what the fuck you're holding. Does not reveal cursed items, natch.

Light: Touched object gives light like a torch for 1 hour per level. Aziz, light!

Magic Missile: 1 energy dart hits for 1d4 +1 damage. It always hits, no attack roll, no save. 1 extra dart every 2 levels. Old school as fuck.

Sleep: Knock a whole mess of fuckers unconscious for 1 round per level. Smart fuckers save to avoid.

Spider Climb: Be Spider-Man and shit and climb up walls and walk on the fucking ceiling for 1 round per level.

Unseen Servant: An invisible butler does shit for you for 1 hour per level.

Wall Of Force: Make a wall of force 5 feet by 5 feet. It's there forever and extends into the Ethereal Plane. Great job, dumbass. Increases by 1 foot per level. Make an invisible castle and shit.

Web: Shoot out strong, sticky strands of a "white substance." Could need an attack roll depending. With great power comes great responsibility.

Make Some Fucking Monsters

Pick a size, type, role, and level, and then kill the everliving fuck out of your players. I mean characters. Describe the damage based on what they would be attacking with: claw, pseudopod, longsword, morning breath, whatever. Apply a bonus to the monster's attack based on its level. For kick-ass attacks, make them recharge on a roll of a 5 or 6 on a d6. **And alter this shit however you want.**

Monster Sizes & Shit

Size	MV	HP	#ATT	DMG
Small	14	×½ HD	1	d4
Medium	12	×1 HD	1	d6
Large	10	×4 HD	2	d8
Huge	8	×8 HD	3	d10
Gargantuan	6	×12 HD	4	d12

So check out this shit: Small fuckers are like goblins and kobolds. Medium fuckers are like skeletons and orcs. Large fuckers are like ogres and trolls. Huge fuckers are like giants and elementals. Gargantuan fuckers are like dragons and your mom.

Monster Types & Shit

Type	Special
Aberration	Extra eyes. Add tentacles. Read minds. Turn fuckers insane with your otherworldliness. +5 on saves against magical shit.
Animal	Fly, fucker, fly! Or burrow or swim. Charge your ass and do tons of extra damage with its claws and shit. Rip arms off.
Devil	Immune to fire, natch. Banish people to Hell. 100 extra HP. x2 damage. Steal souls. +5 on saves against magical shit.
Dragon	Breathe fire or ice and fly and shit. Hit things with your tail. 200 extra HP. x3 damage. Hoard treasure and magic items.
Elemental	Get earth or water or air spells and cast them. Being near fire elementals does damage 'cuz fire bad.
Fey	Cast *charm* all the fucking time. Be totally beautiful one moment, hideously ugly the next. Toss fuckers in your oven.
Humanoid	Two arms and two legs. Maybe an extra head? Regular people and weirdos and shit.
Ooze	Creeps into tight spaces and envelops fuckers. Burn with acid and be immune to spells. Multiply when hit. Fuck yeah.
Plant	Entangle fuckers with your roots. Poison or dominate with spores and sap. Walk super slow because, you know, roots.
Robot	It can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop.
Undead	Vulnerable to Bible-thumper attacks. Drain levels with a touch. Scare the shit out of characters.

Monster Roles & Shit

Role	HD	Special
Smashy	d10	+2 on saves against physical shit, one extra attack.
Sneaky	d8	+2 on saves against everything, and sneak attack fuckers that don't see you for extra damage.
Magical	d6	+2 on saves against magical shit, and get some spells and magic powers and shit.

Monster Level & Shit

So here's the thing: just copy my work. Seriously, there are like nine thousand monsters on the next page and a half and it look me like a week to put them together, all the while fighting through depression and anxiety and shit. Not saying it wasn't fun, and the wine really helped. And yeah, I'm proud of how they came out. A real mix of 1st and 4th and 5th Edition. And I'm not saying all the math works out perfectly, but it'll be smooth enough for your **bitch ass**.

HERE IS SOME FUCKING D&D v2.5 was written and designed by Christopher Green.

Based on HERE'S SOME FUCKIN' D&D, written by Dustin R., and inspired by Searchers of the Unknown by Nicolas Dessaux, and WTFIMD&DC by Ryan J. Grant. Special thanks to Reddit user u/1D13 for coming up with the monster creation formula of size + type + role.

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Monster Manual & Shit

Banshee. *Level 4 medium smashy undead. AC 12, ST +2 physical, MV 12 (fly, incorporeal), HP 30, #ATT 2 (gaze, touch), DMG 2d10. Immune to non-magical weapons. Wail (1/day): Characters within 30 feet that can hear the banshee drop to 0 hit points; save avoids.*

Black Pudding. *Level 4 large sneaky ooze. AC 12, ST +2 all, MV 10 (climb), HP 32, #ATT 2 (pseudopod), DMG d8. Sneak attack for d6 when hidden. Acid: Touching or hitting the pudding deals d8 acid damage and any non-magical weapon that hits the pudding corrodes. Split: When hit, the pudding splits into two, each one size smaller and with half the hit points of the original.*

Beholder. *Level 8 large magical aberration. AC 16, ST +5 magical, MV 10 (fly), HP 124, #ATT 1 (bite), DMG d8. Central Eye: Creates an area of antimagic in a 150-foot-cone. The beholder decides which way the cone faces and whether the cone is active. Eye Rays: In place of an attack, shoot two of the following eye rays at random: 1) Charm, 2) Paralyze, 3) Fear, 4) Slow, 5) Enervation, 6) Telekinesis, 7) Sleep, 8) Petrification, 9) Disintegration, 10) Death; save avoids.*

Bugbear. *Level 2 medium smashy humanoid. AC 10, ST +2 physical, MV 12, HP 20, #ATT 2 (morningstar, whip), DMG d6. Ambush: If the bugbear surprised the characters, deal 3d6 damage on the first attack.*

Carrion Crawler. *Level 6 large sneaky aberration. AC 14, ST +5 magic, MV 10, HP 82, #ATT 2 (bite, tentacle), DMG d8. Nauseous Stench: Characters within 15 feet are poisoned and slowed. Immobilizing Strike: Attacks cause immobilization; save avoids.*

Displacer Beast. *Level 9 large sneaky animal. AC 17, ST +2 all, MV 10, HP 82, #ATT 2 (bite, tentacle), DMG 2d8. Displacement: Projects an illusion that makes it appear to be standing near its actual location; there is a 50% chance that any hit is actually a miss. Immobilizing Strike: Attacks cause immobilization; save avoids.*

Dragon, Black. *Level 12 gargantuan magical dragon. AC 20, ST +10 magical, MV 6 (fly), HP 272, #ATT 4 (bite, claw, tail), DMG 3d12. Immune to acid. Spellcasting: In place of an attack, cast* blindness, command, darkness, *or* sleep, *once each. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids. Acid Breath ⚄⚅: In place of all attacks, exhale acid in a 90-foot line. Each creature takes 5d12 damage and is immobilized; save for half damage and is not immobilized.*

Dragon, Blue. *Level 12 huge smashy dragon. AC 20, ST +10 magical, MV 8 (fly), HP 280, #ATT 3 (bite, claw, tail), DMG 3d10. Immune to lightning. Uncontained Lightning: While at less than half hit points, characters within 30 feet take 10 lightning damage. Lightning Breath ⚄⚅: In place of all attacks, exhale lightning in a 90-foot line. Each creature takes 5d10 damage and is dazed; save for half damaged and is not dazed.*

Dragon, Green. *Level 12 huge magical dragon. AC 20, ST +10 magical, MV 8 (fly), HP 248, #ATT 3 (bite, claw, tail), DMG 3d10. Immune to poison. Spellcasting: In place of an attack, cast* charm, entangle, *or* insect plague, *or* wall of thorns, *once each. Poison Breath ⚄⚅: In place of all attacks, exhale poisonous gas in a 90-foot cone. Each creature takes 5d10 damage and is poisoned; save for half damage and is not poisoned.*

Dragon, Red. *Level 13 gargantuan smashy dragon. AC 21, ST +10 magical, MV 6 (fly), HP 320, #ATT 5 (bite, claw, tail), DMG 3d12. Immune to fire. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids. Wing Backblast: In place of an attack, characters within 30 feet are knocked down; save avoids. Fire Breath ⚄⚅: In place of all attacks, exhale fire in a 90-foot cone. Each creature takes 5d12 damage and is on fire; save for half damage and is not on fire.*

Dragon, White. *Level 11 large sneaky dragon. AC 19, ST +10 magical, MV 10 (fly), HP 232, #ATT 2, DMG 3d8 (bite, claw, tail). Sneak attack for 3d6 when hidden. Immune to cold. Icy Tomb: In place of an attack, characters within 10 feet are immobilized; save avoids. Cold Breath ⚄⚅: In place of all attacks, exhale ice in a 90-foot cone. Each creature takes 5d8 damage and is slowed; save for half damage and is not slowed.*

Drow. *Level 3 medium magical humanoid. AC 11, ST +2 magical, MV 12, HP 12, #ATT 1 (shortsword, shortbow), DMG d6. Vulnerable to light. Resistance to poison. Spellcasting: In place of an attack, cast* darkness, prayer, *or* spider climb *once each. Poisoned Strike: Attacks cause poison; save avoids.*

Duergar. *Level 3 medium sneaky humanoid. AC 11, ST +2 all, MV 12, HP 20, #ATT 1 (battlehammer, crossbow), DMG d6. Vulnerable to light. Resistance to poison. Spellcasting: In place of an attack, cast* enlarge *once. Underdark Sneak: Invisible until it attacks.*

Elemental, Air. *Level 3 small sneaky elemental. AC 11, ST +2 all, MV 14 (fly), HP 4, #ATT 1 (slam), DMG d4. Sneak attack for d6 when hidden. Storm Grasp: As an attack, grab 1 character; all attacks now target that character.*

Elemental, Earth. *Level 5 large smashy elemental. AC 13, ST +2 physical, MV 10 (burrow), HP 40, #ATT 3 (slam), DMG d8. Flattening Stomp: In place of an attack, characters within 10 feet are knocked down; save avoids.*

Elemental, Fire. *Level 6 huge smashy elemental. AC 14, ST +2 physical, MV 8 (fly), HP 80, #ATT 4 (slam), DMG d10. Seething Flame: While at less than half hit points, characters within 30 feet take 10 fire damage.*

Elemental, Water. *Level 4 medium sneaky elemental. AC 12, ST +2 all, MV 12 (swim), HP 8, #ATT 1 (slam), DMG d6. Sneak attack for d6 when hidden. Surging Waves: In place of an attack, move 1 character 30 feet in any direction; save avoids.*

Ettin. *Level 4 large smashy humanoid. AC 12, ST +2 physical, MV 10, HP 80, #ATT 3 (greatclub), DMG d8. Dual Brain: Ends any mind effect on itself at the end of its turn,*

Gargoyle. *Level 2 medium smashy elemental. AC 10, ST +2 physical, MV 12 (fly), HP 30, #ATT 2 (claw), DMG d6. Rock Tempest: As an attack, shoots sharp rocks at characters within 30 feet for d6 damage.*

Gelatinous Cube. *Level 7 large sneaky ooze. AC 15, ST +2 all, MV 10, HP 132, #ATT 1 (slam), DMG d8. Sneak attack for d6 when hidden. Engulf: In place of an attack, grab 1 character and pull them inside, digesting them for 3d8 damage each round; save avoids.*

Ghost. *Level 5 medium sneaky undead. AC 13, ST +2 all, MV 12 (fly, incorporeal), HP 28, #ATT 1 (touch), DMG 2d6. Sneak attack for d6 when hidden. Immune to non-magical weapons, disease, and poison. Possession (2/day): In place of an attack, enter and dominate 1 character's body. The ghost can't be targeted by attacks except turn undead. Remain until the body drops to 0 HP; save avoids.*

Ghoul. *Level 4 medium smashy undead. AC 12, ST +2 physical, MV 12, HP 30, # ATT 2 (bite, claw), DMG 2d6. Immune to mind effects, disease, and poison. Ravenous Bite: Attacks cause paralysis; save avoids.*

Giant, Fire. *Level 9 huge sneaky humanoid. AC 17, ST +2 all, MV 8, HP 128, #ATT 3 (greatsword, crossbow), DMG d10. Sneak attack for d6 when hidden. Immune to fire. Lava Rain: In place of an attack, characters within 30 feet are on fire; save avoids.*

Giant, Frost. *Level 8 huge magical humanoid. AC 16, ST +2 magical, MV 8, HP 96, #ATT 3 (waraxe, lance), DMG d10. Immune to cold. Spellcasting: In place of an attack, cast* iceball, ice strike, *or* control winds, *once each.*

Giant, Hill. *Level 7 huge smashy humanoid. AC 15, ST +2 physical, MV 8, HP 160, #ATT 4 (club, rock), DMG d10. Sweeping Club: In place of an attack, characters within 15 feet are knocked down; save avoids. Rock Hurl: As an attack, a thrown rock pushes a character 10 feet and knocks them down.*

Goblin. *Level 1 small sneaky humanoid. AC 9, ST +2 all, MV 14, HP 8, #ATT 1 (shortsword), DMG d4. Sneak attack for d6 when hidden. Vulnerable to light. Deft Scurry: Moves 10 feet away when missed by an attack.*

Golem, Flesh. *Level 7 medium smashy robot. AC 15, ST +2 physical, MV 12, HP 70, #ATT 2 (claw), DMG d6. Immune to lightning and mind effects. Vulnerable to fire. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids.*

Golem, Iron. *Level 9 medium smashy robot. AC 17, ST +2 physical, MV 12, HP 90, #ATT 2 (longsword), DMG d6. Immune to mind effects. Cleave: As an attack, characters within 5 feet take d6 damage and are knocked down.*

Golem, Stone. *Level 8 medium smashy robot. AC 16, ST +2 physical, MV 12, HP 80, #ATT 2 (club), DMG d6. Immune to mind effects. Death Burst: When killed, characters within 10 feet take d6 damage; save avoids.*

Hobgoblin. *Level 3 medium smashy humanoid. AC 11, ST +2 physical, MV 12, HP 20, #ATT 2 (longsword, longbow), DMG d6. Phalanx Soldier: +2 AC when within 5 feet of another hobgoblin.*

Kobold. *Level 1 small magical humanoid. AC 9, ST +2 magical, MV 14, HP 6, #ATT 1 (dagger), DMG d4. Spellcasting: In place of an attack, cast* flame strike, *three times.*

Lich. *Level 13 medium magical undead. AC 21, ST +10 magical, MV 12, HP 106, #ATT 3 (claw, gaze), DMG d6. Immune to disease and poison. Spellcasting: In place of an attack, cast* animate dead, burning hands, darkness, fireball, magic missile, sleep, time stop, *or* wall of force, *once each. Level Drain ⚄⚅: As an attack, drain 1 level from 1 character. Power Word Kill (1/day): In place of an attack, 1 character dies instantly. No attack, no save. Rejuvenation: If it has a phylactery, a destroyed lich gains a new body in d10 days within 5 feet of the phylactery.*

Lizardfolk. *Level 2 medium sneaky humanoid. AC 10, ST +2 all, MV 12 (swim), HP 16, #ATT 1 (club, blowgun), DMG d6. Sneak attack for d6 when hidden. Net Toss: As an attack, 1 character is immobilized. Poisoned Strike: Attacks cause poison; save avoids.*

Medusa. *Level 10 medium sneaky fey. AC 18, ST +2 all, MV 12, HP 108, #ATT 3 (shortsword, longbow), DMG d6. Sneak attack for d6 when hidden. Swords to Snakes: Characters within 30 feet believe their weapons have become snakes and they can't be used; save avoids. Petrifying Stare ⚄⚅: In place of an attack, 1 character within 30 feet that sees the medusa's eyes is turned to stone; save avoids.*

Mimic. *Level 5 medium sneaky robot. AC 13, ST +2 all, MV 12, HP 50, #ATT 1 (bite), DMG d6. Sneak attack for d6 when hidden. Engulf: In place of an attack, grab 1 character and pull it inside, digesting them for 2d8 damage; save avoids.*

Mind Flayer. *Level 10 medium magical aberration. AC 18, ST +5 magic, MV 12, HP 106, #ATT 3 (tentacles), DMG d6. Spellcasting: In place of an attack, cast* detect thoughts, levitate, plane shift, *or* telekinesis, *once each. Tentacle Grapple: As an attack, grab 1 character. Extract Brain: Deal 4d6 damage to a grabbed character. Mind Blast ⚄⚅: In place of all attacks, emit psychic energy in a 90-foot cone. Each creature takes 2d6 damage and is immobilized; save for half damage and is not immobilized.*

Mummy. *Level 10 medium smashy undead. AC 18, ST +2 physical, MV 12, HP 110, #ATT 3 (slam, gaze), DMG d6. Immune to disease and poison. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids. Final Curse: The character who kills the mummy is cursed.*

Ogre. *Level 6 large smashy humanoid. AC 14, ST +2 physical, MV 10, HP 80, #ATT 3 (greatclub, javelin), DMG d8. Brutal Sweep: In place of an attack, characters within 5 feet are shoved back 10 feet and knocked down; save avoids.*

Orc. *Level 3 medium smashy humanoid. AC 11, ST +2 physical, MV 12, HP 20, #ATT 2 (greataxe, javelin), DMG d6. Savage Grapple: As an attack, grapple 1 character to the ground and deal 2d6 damage.*

Owlbear. *Level 7 large smashy animal. AC 15, ST +2 physical, MV 10, HP 40, #ATT 3 (bite, talon), DMG 2d8. Talon Grapple: As an attack, grab 1 character. Disembowel: Deal 3d8 damage to a grabbed character.*

Purple Worm. *Level 8 gargantuan sneaky animal. AC 16, ST +2 all, MV 6 (burrow), HP 296, #ATT 4 (bite, tail, slam), DMG 2d12. Sneak attack for d6 when hidden. Devour Whole ⚄⚅: In place of all attacks, grab 1 character and swallow them, digesting them for 3d12 damage each round; save avoids.*

Roc. *Level 9 gargantuan sneaky animal. AC 17, ST +2 all, MV 6 (fly), HP 196, #ATT 4 (bite, talon), DMG 2d12. Sneak attack for d6 when hidden. Talon Snatch ⚄⚅: In place of all attack, grab 1 character and returns to its nest; save avoids.*

Roper. *Level 5 large sneaky aberration. AC 13, ST +5 magic, MV 10 (climb), HP 62, #ATT 2 (bite, tentacle), DMG d8. Sneak attack for d6 when hidden. Reel: As an attack, grab 1 character up to 15 feet away and pull them adjacent.*

Rust Monster. *Level 6 medium sneaky animal. AC 14, ST +2 all, MV 12, HP 72, #ATT 1 (bite), DMG 2d6. Sneak attack for d6 when hidden. Rusting Defense: Metal weapons that hit begin to rust. Rusting Attack. Metal armor begins to rust when hit.*

Shadow. *Level 7 medium sneaky undead. AC 15, ST +2 all, MV 12 (fly, incorporeal), HP 28, #ATT 1 (touch), DMG 2d6. Sneak attack for d6 when hidden. Immune to non-magical weapons, disease, and poison. Level Drain ⚄⚅: As an attack, drain 1 level from 1 character.*

Skeleton. *Level 1 medium smashy undead. AC 9, ST +2 physical, MV 12, HP 30, #ATT 2 (claw, shortsword), DMG 2d6. Immune to mind effects, disease, and poison. Resistance to slashing and piercing attacks. Boneshard Burst: When killed, characters within 5 feet take d4 damage; save avoids.*

Spider. *Level 2 large sneaky animal. AC 10, ST +2 all, MV 10 (climb), HP 32, #ATT 2 (bite), DMG 2d8. Sneak attack for d6 when hidden. Immune to poison. Spellcasting: In place of an attack, cast* web, *unlimited times. Devouring Bite: Attacks cause paralysis; save avoids.*

Troll. *Level 6 large smashy humanoid. AC 14, ST +2 physical, MV 10, HP 80, #ATT 3 (bite, claw), DMG d8. Vulnerable to fire and acid. Regeneration: Regains 5 HP every turn unless it took acid or fire damage. Brutal Riposte: When an attack misses, get a free attack.*

Vampire. *Level 11 medium magical undead. AC 19, ST +10 magical, MV 12, HP 106, #ATT 3 (bite, longsword), DMG 2d6. Immune to disease and poison. Vulnerable to light, running water, and stakes. Spellcasting: In place of an attack, cast* charm, sleep, *or* spider climb, *twice each. Dominating Gaze: In place of an attack, dominate 1 character; save avoids. Regeneration: Regain 10 HP every turn unless it took light damage. Vanishing Form: Can change into mist or a cloud of bats.*

Werewolf. *Level 4 medium smashy humanoid. AC 12, ST +2 physical, MV 12, HP 20, #ATT 1 (bite), DMG d6. Immune to non-silver weapons. Change Shape: Can alter form to appear as a wolf, human, or hybrid. Lycanthropy: Bit characters become werewolves on the next full moon; save avoids.*

Xorn. *Level 5 medium sneaky elemental. AC 13, ST +2 all, MV 12 (burrow), HP 58, #ATT 1 (bite, claw), DMG d6. Sneak attack for d6 when hidden. Earth Glide: Burrows through earth and stone without disturbing it. Treasure Chomp: As an attack, bite backpacks and pouches, devouring 12d12 coins and d12 gems.*

Zombie. *Level 2 medium smashy undead. AC 10, ST +2 physical, MV 12, HP 30, #ATT 1 (slam), DMG 2d6. Immune to mind effects, disease, and poison. Deathless Hunger: When killed, roll a d20. On a 15 or higher, the zombie is instead at 1 HP.*

Traps & Shit

Dangerous shit is all over, especially in some evil wizard's fucking dungeon. If it could kill a person, it does 1d8 damage. If it could kill a bear, it does 2d8 damage. If it could piss off a dragon, it does 4d8 damage. Characters should make saving throws to avoid traps and poison and falling and shit. Sometimes even a success will mean some damage or some other shit. Trap examples include collapsing ceilings, crushing walls, giant rolling boulders, and pits.

Hirelings & Shit

Torch Bearer (10 gp/day): AC 6, MV 8, HP 1, #ATT: 0. Holds torch. Can carry loot. Runs away like a bitch at the slightest sign of danger. Might steal from you.

Guide (50 gp/day): AC 9, MV 10, HP 4, #ATT 1, DMG 1. Knows how to get places. Great at tying knots. Isn't as much of a pussy as the torch bearer.

Guard (100 gp/day): AC 12, MV 12, HP 6, #ATT 1, DMG d4. Will watch you while you sleep, guard your loot, and eat your food. Tells funny stories.

Expert (500 gp/day): AC 15, MV 14, HP 10, #ATT 2, DMG d6. Knows how to build shit, like boats and towers and dungeons and castles and siege engines.

Champion (1000 gp/day): AC 18, MV 16, HP 50, #ATT 3, DMG d12. The best of the best. Fill up an army with these assholes. Totally loyal cannon fodder.

New Abilities & Shit

Give characters new abilities when they level or they'll revolt. Shit like bonuses on Athletics checks or more wild shape time or a spirit steed or whatever.

Rage: Get fucking **pissed** for 1 minute, adding +1 to attack and damage rolls, but dropping your AC by 2. You also gain resistance to bludgeoning, piercing, and slashing damage. Do this a number of times per day equal to your level.

Favored Terrain: Pick an environment where the terrain won't slow you, you won't become lost, you're always alert, and you become like a master tracker and shit.

Inspire: Motivate your friends with speeches and music and shit, allowing them to roll any die twice, using the higher of the two. Do this a number of times per day equal to your level.

Metamagic: Fuck with your spells by doubling their size, power, or duration. Do this a number of times per day equal to your level.

Second Wind: Get fucking **stoic** and regain hit points equal to d10 + your level. Do this again after an hour's rest.

Special Movement: Get all *Crouching Tiger, Hidden Dragon* and shit — you know what I'm talking about. Do this a number of times per day equal to your level.

New Spells & Shit

Fucking give your players new spells so they don't get bored. Travel to other planes of existence or summon devils or bring people back from the dead or whatever.

Meteor Swarm: Obliterate everything you can see for 10d10 damage. Epic.

Wish: Alter reality and get what you want. Be careful how you word your wish, though, because Dungeon Masters dream of the moment they can fuck with some asshole over their wish. And no wishing for more wishes, you greedy fuck.

Rules Clarifications For Fucking Nerds

Animal Companion: It's a small animal like a badger. At 3rd level, it's a medium animal like a wolf. At 6th level, it's a large animal like a bear. If it fucking dies, then just get another one.

Conditions and Saving Throws: There's a shit ton of rules here that have no obvious explanation, like immobilized, slowed, dazed, poisoned, cursed, paralyzed, hidden, whatever. The long and short of it? Make it up. Make it difficult. Make it fair. And make it fun.

Damage Resistance and Vulnerability: If a fucker has resistance to a damage type, damage of that type is halved against it. If it has vulnerability to a damage type, damage of that type is doubled against it.

Turn Or Command Undead: Clerics are in touch with godly powers, and the undead get fucked when in their presence. If you're a pussy who worships good gods, you can turn an amount of minor undead equal to twice your level every day. At 3rd level, you can turn more powerful undead. At 6th level, destroy minor undead. Turned undead are frightened of you and won't approach for a number of rounds equal to your level. Now, if you're an evil prick, all of the above except you command the undead to do your bidding. Fuck yeah, undead army. If the undead is super strong or smart, then save avoids.

Wild Shape: Change into a small animal like a fox. At 3rd level, it can be a medium swimming animal like a shark. At 6th level, it can be a large flying animal like a giant eagle. Keep your new shape for 30 minutes per level per day. Go ahead and break that time up into 2 chunks if you want. You can't cast spells while wild shaped because mystical forces don't fucking work like that. While wild shaped, shit you're holding just sort of... disappears. Fuck, I don't know.

Magic Items & Shit

Let's be honest: this cool magic shit is what your players are really after. So pick a type of item, like armor, weapons, rings, or whatever. Give it a power, like bonus AC or invulnerability to fire or whatever. Or let it cast a couple spells for free every day. Or come up with some wild-ass shit, like an instant fortress or a giant crab you can climb up into and operate as if it were some sort of fucking robot.

Amulet of the Planes: Been to another planet or moon or plane of existence or whatever? Think of that place real careful-like. Then make a Lore check. Now you and a bunch of your friends are there. Though if you fuck up the check, you best believe your asses end up in Hell or Barovia or floating in the Astral Sea with no spelljammer in sight.

Animated Shield: A floating shield protects you and shit. Now your hands are free for... other pursuits.

Armor Of Resistance: While wearing this suit of heavy armor, you have resistance to fire or lightning or acid or some shit.

Bag of Holding: Never again leave treasure behind. Also comes in the *bag of devouring* variety for when you done pissed off the Dungeon Master.

Boots Of Elvenkind: Oh shit, you don't make any noise when you walk!

Chime of Opening: Open locked doors and chests and gates and shit.

Cloak of Protection: +1 bonus to AC and saves. Badass.

Dancing Sword: This bitchin' weapon hovers in the air and fights on its own, giving you another attack. It has to stay within 30 feet of you, though.

Dust of Disappearance: Throw this dust into the air like you're seasoning a steak. BAM. You and everything around you is invisible until someone attacks or casts a spell.

Flame Tongue: Blade + flames = an extra 2d6 fire damage.

Flying Carpet: It's a whole new world; a new fantastic point of view.

Folding Boat: It's a box that unfolds into a sweet-ass sailing ship.

Holy Avenger: This is *the* weapon for aspiring Bible-thumpers. It adds +3 to attack and damage rolls, and when you hit a devil or undead with it, that creature takes an extra 2d10 of face-melting radiant damage.

Immovable Rod: Heh. "Rod."

Luck Blade: You lucky fuck—this blade has d4–1 *wish* spells in it. That's d4-1 opportunities for you to try to wish for something awesome, and d4-1 opportunities for the Dungeon Master to fuck with you.

Mithral Armor: The protection of heavy armor with the movement of light armor could be yours today. Some colors may vary. See store for details. If you or a loved one has been diagnosed with Mesothelioma you may to be entitled to financial compensation. Mesothelioma is a rare cancer linked to asbestos exposure. Exposure to asbestos in the Navy, shipyards, mills, heating, construction or the automotive industries may put you at risk. Please don't wait, call 1-800-99 LAW USA today for a free legal consultation and financial information packet.

Marvelous Pigments: Paint all sorts of shit that then becomes real, albeit nonmagical and not alive. See what you can get away with. Walls? Hell yeah. Swords? Definitely. Guns? Maybe. Tanks? Uh... Lightsabers? Death Stars?

Portable Hole: Put it on a flat surface. Steal from banks. Escape from prison. Pull people's pants down. See into the locker room. Ew, too far, you sick fuck.

Potion Of Gaseous Form: Turn into a fucking cloud. You can't take damage from normal attacks, you have resistance to magic, and wind will seriously screw with you.

Ring Of Invisibility: You're invisible until you attack or cast a spell. Creeper.

Robe of Eyes: You can see in all directions and in darkness. Oh, and you can see invisible creatures and objects. Oh, and you can see into the Ethereal Plane. You know, it might have been easier to just say what you can't see.

Sovereign Glue: Remember that scene in *American Pie 2* where Jim mixes up lube for Crazy Bond and then glues his hand to his junk and then tries to get some paint thinner to dissolve the glue? Yeah, paint thinner's not going to cut it with this stuff. And damn, that movie does *not* hold up.

Staff of Frost: Cast some cool spells: *cone of cold*, *fog cloud*, *ice storm*, and *wall of ice*. Of course, this magic item is really just extra work for the Dungeon Master, because you'll note there are no spells called *cone of cold*, *fog cloud*, *ice storm*, or *wall of ice* in any of the spell lists.

Vorpal Sword: On an attack roll of a 20, lop off some fucker's head. Unless it doesn't have a head. Or unless its head is too big; don't think this weapon is your answer to the tarrasque, dumbass.

Wand of Polymorph: Transform some fucker into something else. Enemies can save to avoid the effect. Now, to stop you from being an asshole and turning all your friends into dragons, the new form can only be a creature whose level is equal to or less than yours. Of course, if you're the same level as a dragon, I guess nothing's stopping you...

Character Creation For When Your Fucking Internet Is Down

d50	Adjective
1	Adventurous
2	Anxious
3	Assertive
4	Blunt
5	Cautious
6	Charming
7	Cheerful
8	Compassionate
9	Conceited
10	Condescending
11	Courageous
12	Curious
13	Delightful
14	Eager
15	Easy-going
16	Emotional
17	Excitable
18	Faithful
19	Fearless
20	Fussy
21	Grave
22	Grouchy
23	Guarded
24	Helpful
25	Hot-headed
26	Hypercritical
27	Impatient
28	Impulsive
29	Inventive
30	Loud
31	Moody
32	Naive
33	Nosy
34	Outgoing
35	Paranoid
36	Peaceful
37	Pensive
38	Philosophical
39	Reliable
40	Reluctant
41	Restless
42	Romantic
43	Sassy
44	Selfish
45	Sombre
46	Stoic
47	Suspicious
48	Tactless
49	Unstable
50	Warm-hearted

d50	Origin
1	Frightening boarding school.
2	Impoverished noble family.
3	Outpost in the Salt Flats.
4	Citadel in a distant wasteland.
5	Cursed village without children.
6	Lowly official in the imperial army.
7	Desert town hidden inside a sandstorm.
8	Complex bureaucratic society.
9	Quaint little village on a hill.
10	Haunted castle overlooking the sea.
11	Dispirited orphanage workhouse.
12	Penniless shanty town.
13	City destroyed by the gods.
14	Isolated monastery under the Maelstrom.
15	City with towers that rival the clouds.
16	Bad part of a nice town.
17	Gladiator arena in a jungle city.
18	Plague-ridden trading post.
19	Illusory forest hiding a terrible secret.
20	Small remote village near the Obelisk.
21	Drow city-state in the Underdark.
22	Empire where slavery is legal.
23	Mercenary company known for villainy.
24	Derelict ship in the Ruined Sea.
25	Internment camp near the Capital.
26	Camp of outlaws outside civilization.
27	Vast graveyard in the Shadowfell.
28	Long abandoned platinum mine.
29	Secret tomb in the Vast Wastes.
30	Nice part of a bad town.
31	Underground mining town.
32	Keep on the Scorched Plains.
33	Traveling circus hiding devil worshipers.
34	Fallen kingdom near the Bleak.
35	Sewers of a major metropolis.
36	Tree-city in the Feywild.
37	Thriving seaport town.
38	String of terrible places.
39	Slave caravan.
40	Camp on the Iceberg Sea.
41	City floating above a volcano.
42	Ruin in a frozen tundra.
43	Royal burial catacombs.
44	Dungeon beneath the Twilight Fane.
45	Maximum security prison.
46	Citadel in the Iron Mountains.
47	Company of sellswords known for heroism.
48	Hamlet in the Vale of Faces.
49	Sleepy harbor town.
50	Powerful trading town.

d50	Hook
1	Seems to know everyone.
2	Hasn't accomplished anything in their short life yet.
3	Doesn't understand the concept of money.
4	Outstanding warrant for their arrest.
5	Refuses to admit they're past their prime.
6	Writing an autobiography.
7	Lost their sense of smell in a bar fight.
8	Doesn't believe in the gods.
9	Was jailed for a crime they didn't commit.
10	Was once rescued by ogres.
11	Trying to avoid a prophecy.
12	Keeps getting mistaken for a famous knight.
13	Already made and lost a fortune.
14	Hates to be touched.
15	Has delusions of grandeur.
16	Lost their family in a dragon attack.
17	Doesn't know their own strength.
18	Names every piece of their gear.
19	Believes they are a demigod.
20	Got away with murder.
21	Is searching for the knowledge of true immortality.
22	Bribed a nobleman to help them smuggle slaves out of a kingdom.
23	Carries the skull of their best friend.
24	Always needs to be the center of attention.
25	Expelled from the Royal Guard.
26	Believes trees can speak to them and them alone.
27	Was once kidnapped by cultists.
28	Always keeps their promises.
29	Is dealing with a midlife crisis.
30	Is in so far over their head that they can't help but laugh.
31	Was petrified for over two hundred years.
32	Hates being made to wait.
33	Was left out of their father's will.
34	Has a twin that constantly impersonates them.
35	Haunted by the ghost of their mother.
36	Believes they have a claim to the throne.
37	Has a strange scar that hurts when they're near evil.
38	Never got the proper training.
39	Pretty selective memory.
40	Has had it up to here with everyone's crap.
41	Doesn't believe in magic, ever.
42	Being hunted by a terrible villain.
43	Tracking down the treasure their uncle died trying to find.
44	Woke up in a bar with no memory and a sealed letter.
45	Wants to one day own their own ship.
46	Never takes their armor off, just in case.
47	Has been exiled twice under different names.
48	Insists they are the reincarnation of a legendary warrior.
49	In hindsight shouldn't have had the treasure map tattooed on their back.
50	Was brought up to be a librarian.

For your race, roll a d8: 1) Human, 2) Dragonborn, 3) Dwarf, 4) Elf/Half-Elf, 5) Gnome, 6) Halfling, 7) Half-Orc, 8) Tiefling.

For your class, roll a d12: 1) Barbarian, 2) Bard, 3) Cleric, 4) Druid, 5) Fighter, 6) Monk, 7) Paladin, 8) Ranger, 9) Rogue, 10) Sorcerer, 11) Warlock, 12) Wizard.

Some Fucking Names For People

Adara	Dove	Hugo	Nicolas	Tanis
Agatha	Driz	Hux	Niobe	Tempest
Alben	Edwyn	Ilan	Nix	Thomas
Alex	Eloise	Isabella	Norman	Thrax
Antigone	Emerson	Jocelyn	Nott	Tig
Aubrey	Emmanuel	Jolie	Odo	Ulric
Ava	Ergin	Josephina	Ortho	Uma
Basher	Fiske	Juliana	Otik	Ursula
Beatrix	Flint	Karim	Pax	Veronica
Belryn	Frederick	Katana	Qlu	Vevette
Benedict	Frizzle	Keppu	Qualyn	Ward
Blaze	Gax	Kyrus	Roland	Wendal
Book	Gerdie	Leeta	Rolf	Wilhelm
Casper	Gisselle	Luciana	Rosamund	Wycah
Constance	Gork	Mable	Ruk	Yaasir
Cordan	Griselda	Mace	Satine	Yasmine
Cralen	Gunter	Maeve	Simon	Yvonne
Cy	Harris	Marguerite	Sith	Zannik
Del	Helene	Mistral	Stitcher	Zell
Diggory	Hikaru	Moogie	Syrah	Zoria

Some Fucking Names For Towns

Aerilon	Far Water	Istersheim	Orrinshire	Swordbreak
Aquarin	Firebend	Jarn's Outpost	Ostwig	Tarrin
Aramoor	Felk Mor	Jongvale	Ozryn	Three Streams
Azmar	Flatfield	Kara's Vale	Pavv	Ubbin Falls
Bacoor	Fool's March	Knife's Edge	Pella's Wish	Veritas
Begger's Hole	Frostford	Lakeshore	Pinnella Pass	Violl's Garden
Black Hollow	Garen's Well	Leeside	Pran	Wavemeet
Black Rock	Godric Hollow	Lullin	Queenstown	Wellspring
Blue Field	Goldcrest	Marren's Eve	Ramshorn	Westwend
Briar Glen	Goldenleaf	Millstone	Red Hawk	Whiteridge
Brickelwhyte	Greenflower	Moonbright	Rivermouth	Willowdale
Broken Shield	Hardscrabble	Mountmend	Saker Keep	Winddust
Calesaxon	Hiddleswift	Nearon	Seameet	Windrip
Coalfell	Hillfar	New Cresthill	Ship's Haven	Wintervale
Cullfield	Hogsfeet	New Providence	Silverkeep	Wolfden
Darkwell	Hollyhead	Northpass	Snake's Canyon	Xozea
Deathfall	Hwen	Nuxvar	Snowmelt	Xynnar
Dry Gulch	Icemeet	Oakheart	South Warren	Yarrin
Easthaven	Ironforge	Oar's Rest	Squall's End	Yellowseed
Ecrin	Irragin	Old Ashton	Sublimity	Zumka

Some Fucking Villains

Asmodean	Kahn Shadowend
Azaloth	Kaladax
Belzedar	Maedros
Carmine Zul	Magnus Sint
Daemon Sadi	Mortanus
Eldrazi	Nevicdus
Exodus	Severus Drach
Fistandantilus	Shadroth
Grannimor Strax	Verminaard

Some Fucking Taverns

d8	The [A Name]	[B Name]
1	Clever	Dragon
2	Dancing	Fairy
3	Fat	Fool
4	Giggling	Jester
5	Nervous	Nymph
6	Prancing	Serpent
7	Salty	Tankard
8	Thirsty	Wench

Some Random Fucking Quests

d20	Scenario
1	A bureaucrat named Mavis Collins seeks a company of adventurers to protect her from the assassins of the hag of Wraith Vale; moreover, the party must complete the quest without leaving any trace of their involvement.
2	An alchemist named Juliana Sorel seeks a company of adventurers to thwart the monstrous plan of Akambherylliax the Necromancer.
3	A bounty hunter named Waylan Fintis seeks a company of adventurers to discover the fate of a group of pilgrims lost in the Karash Mountains; moreover, the party must complete the quest amidst a terrible plague.
4	A determined priest named Parmoneus Phlox seeks a company of adventurers to expose a corrupt prince who serves Arazuun the Dire; moreover, the party encounters an old ally now working against them.
5	A cryptic dwarf named Adrik Ironhelm seeks a company of adventurers to recover and destroy an evil artifact from the ruins of Azzakh's Hold; moreover, the party encounters an old enemy who is now working with them.
6	A cunning mage named Erland Fisk seeks a company of adventurers to investigate the Pillars of Arcane Fire in the Wyvern Hills.
7	A guarded smuggler named Wil Ohmsford seeks a company of adventurers to rescue the Lady Azriel from the pirates of the Sea of the Violent Deep.
8	A wary merchant named Gaston Frost seeks a company of adventurers to recover a caravan of exotic goods from the goblins of the Burning Jungle.
9	An angry baron named Simkins Everdene seeks a company of adventurers to escort a caravan of food and water safely to the city of Clestone.
10	An arrogant ex-adventurer named Piersim Wayte seeks a company of adventurers to find and explore the ancient ruins of the Vampire Prince.
11	An elf named Lwel seeks a company of adventurers to thwart the monstrous plan of Oni the Grim; moreover, the party must complete the quest before the next full moon.
12	A charming noblewoman named Elenor Marden seeks a company of adventurers to recover and destroy an evil artifact from the lost city of Damor in the Void Bluffs; however, her information is faulty.
13	A frightened duchess named Hazel Leigh seeks a company of adventurers to hunt down and kill the Shadow of Tarset Quarter; moreover, the party must complete the quest within nine days.
14	An elf named Norixus seeks a company of adventurers to investigate mysterious lights which have appeared in the Sinking Quagmire.
15	A stuffy diplomat named Brandt Mockridge seeks a company of adventurers to expose a corrupt paladin who serves Zeiram the Lich; however, the quest is a trap.
16	A cunning astrologer named Borosius seeks a company of adventurers to explore the Cassack Mire; however, his information is faulty.
17	A cryptic enchantress named Zoria seeks a company of adventurers to investigate a magical portal which has appeared in the Ermine Heath.
18	A shady chancellor named Haela Beaumont seeks a company of adventurers to escort a valued family heirloom safely to the capital of Wacot.
19	A guard named Emerson Mondair seeks a company of adventurers to hunt down and capture the notorious highwayman Four-Fingered McKenna.
20	A druid named Eustace Scrubb seeks a company of adventurers to hunt down and destroy the devil of the Whitestone Void.

Some Random Fucking MacGuffins

d10	McGuffin
1	Ancient tome of dangerous lore.
2	Artifact of an elvish hero.
3	Crown jewels of a long-dead sovereign.
4	Imprisoned extraplanar entity.
5	Phylactery of a notorious lich.
6	Soul of a member of a noble house.
7	Spellbook of a long-dead necromancer.
8	Staff of an infamous wizard.
9	Treasury of an ancient dwarven clan.
10	Unhatched dragon egg of unknown origin.

Some Fucking Treasure

d100	Item
1	Wooden game board with brass and iron pieces.
2	Copper chalice engraved with a geometric pattern.
3	Horn hair brush inlaid with small peridot stones.
4	Quartz statuette of a pegasus taking flight.
5	Pottery vase decorated with images of a foot race.
6	Tin hand mirror with polished bone handle.
7	Landscape painting of a keep that has long since been ruined.
8	Wooden jewelry box with copper detailing.
9	Ivory cameo on a pearl necklace.
10	Copper door handle of a manticore head holding a ring in its mouth.
11	Poetry chapbook with wooden cover.
12	Brightly polished copper buttons.
13	Large wooden box of dozens small painted lead figurines depicting knights, wizards, beasts, and dragons.
14	Glass eye with an azurite iris and obsidian pupil.
15	Small gold bracelet of two hands, each clasping the other's wrist.
16	Illuminated parchment maps a century out of date.
17	Gold signet ring with a small compartment containing a poison pill.
18	Demonic iron idol with bloodstone eyes.
19	Vest fashioned from the hide of a large dark-haired ape.
20	Marble bust of a vainglorious adventurer.
21	Glass figurine of a unicorn with a chalcedony horn.
22	Simple gold ring sized for a giant's finger.
23	Rose quartz paperweight shaped like a crushing fist.
24	Blood splattered war mask of beaten copper.
25	Scabbard adorned with semiprecious stones.
26	Human skull goblet with silver base.
27	Amber belt buckle with knot pattern.
28	Gold-plated medal of valor shaped like roaring lion.
29	Mirror of beaten silver with a handle resembling gusting clouds.
30	Silk dress set with pearls.
31	Anklet of braided gold and silver worked with small carnelians.
32	Ornate chamber pot adorned in silver.
33	Headband of interwoven copper and silver.
34	Ornate scabbard set with agates of multiple colors.
35	Solid gold hubcaps for a royal carriage.
36	Ivory hair brooch shaped like a rose.
37	Prosthetic bronze hand with ivory fingernails.
38	Solid gold cooking pot, partially melted from use.
39	Obsidian pendant on silver chain.
40	Gold-plated door depicting a monarch's ascent to the throne.
41	Ivory hair brush with handle set with red jaspers.
42	Deck of Tarokka fortune telling cards in an ebony box.
43	Golden statue of a mounted knight missing its steed.
44	Silver statuette of a imperial soldier.
45	Idyllic pastoral landscape painting.
46	Silver statue of a saint that unscrews to reveal a hidden flask for holy water.
47	A handwritten prophecy by a famed oracle.
48	Golden elven statue of a blink dog.
49	Crystal decanter edged with gold and two matching goblets.
50	Heavy brass torc ending in clenched fists.
51	Royal death mask of a queen with aquamarine eyes.
52	Gold and sapphire earrings shaped like tulips that faintly ring like bells.
53	Hair comb made from a single large amethyst.
54	Antiquated royal seal and its satin-lined darkwood case.
55	Armlet of gold encrusted with innumerable topaz, ending in two feathers.
56	Lamp of gold with the City of Brass painted on the sides in ruby dust.
57	Bracelet of large obsidian stones linked with gold.
58	Silver butterfly with golden wings set with myriad tiny opals.
59	Cluster of grapes magically turned into solid gold.
60	Solid jade dagger with a gold hilt and sapphire pommel.
61	White gold bowl decorated with yellow sapphires.
62	Spice pot of gold shaped like a mountain and accented with obsidian.
63	Chalice of gold with a base ringed in stones of hessonite.
64	Heavy iron brand used in the torture and death of a historical martyr.
65	Painting of an ancient dragon sacking a city.
66	Hairpin inlaid with a rainbow formed from small semiprecious stones.
67	Ornate gold holy symbol with a star sapphire in the center.
68	Green dragon's egg covered in beaten silver.
69	Iron chest covered in gold panels covered in spidery runes.
70	Flowing cape of fine spider silk interwoven with platinum threads.
71	Obsidian mirror held in a frame of polished silver.
72	Gold incense holder shaped like a lotus flower with a pearl at the top.
73	Rug of gold and silk threads woven in a complex pattern.
74	The deed to a small parcel of undeveloped land.
75	Winged anklet of platinum and ringed with blue spinel.
76	Goblet of solid crystal ringed with fire opals along the stem.
77	Statue of a platinum dragon with ruby eyes and flames of sculpted jacinth.
78	Heavy ceremonial crown set with emeralds and amethysts and capped by a ruby shaped like a spear point.
79	Delicate gemstone rose with a ruby bud and jade stem.
80	Golden rod of office capped by the royal seal made of platinum and decorated with a myriad gemstones.
81	Decorative golden quill shaped like a peacock feather with the plume made of precious stones.
82	Deed to an abandoned keep at the edge of the region.
83	Broken tip of a bronze sword used to kill an emperor.
84	Game board with gold and platinum playing pieces sculpted in the likeness of a former royal court and their bitter rivals.
85	Triptych with a carving of a tree sculpted from the wood of Yggdrasil.
86	Platinum brooch of a fire breathing dragon twisted into a Möbius band.
87	Fragments of a religious gospel long thought lost.
88	Clay tablet giving the answers to the favorite riddles of a guardian sphinx.
89	Platinum and gold headdress decorated with fire opals and aquamarines forming the glyph of the Elder Elemental Eye.
90	Large heart-shaped ruby with a small diamond in the center.
91	Golden sundial with different gemstones at each hour.
92	Mithril statuette of a dwarven king riding a giant boar wielding a battleaxe.
93	Large stained glass window edged with platinum and depicting the defeat of a great evil by mythic heroes.
94	Diamond vial containing a golden liquid rumored to be the blood of a god.
95	Illustrated travelogue of remote and exotic planar locations.
96	Large brass orrery with each celestial body being composed of a different precious metal including a golden sun.
97	Sealed golden urn containing the ashes of a religious martyr.
98	Statue of humble farmer carved of gold hued stone from Mount Celestia.
99	Diamond pendant dangling from a platinum chain.
00	Masterwork triptych depicting a gold and red dragon locked in combat.